Singleton< CodecRegistry >

\# _singletonInstance

\+ getSingleton()
\# ~Singleton()
\# initializeSingleton()
\# deinitializeSingleton()

Audio::CodecRegistry

\+ CodecRegistry()
\+ ~CodecRegistry()
\+ add()
\+ remove()
\+ findByName()
\+ findByFile()
\+ open()